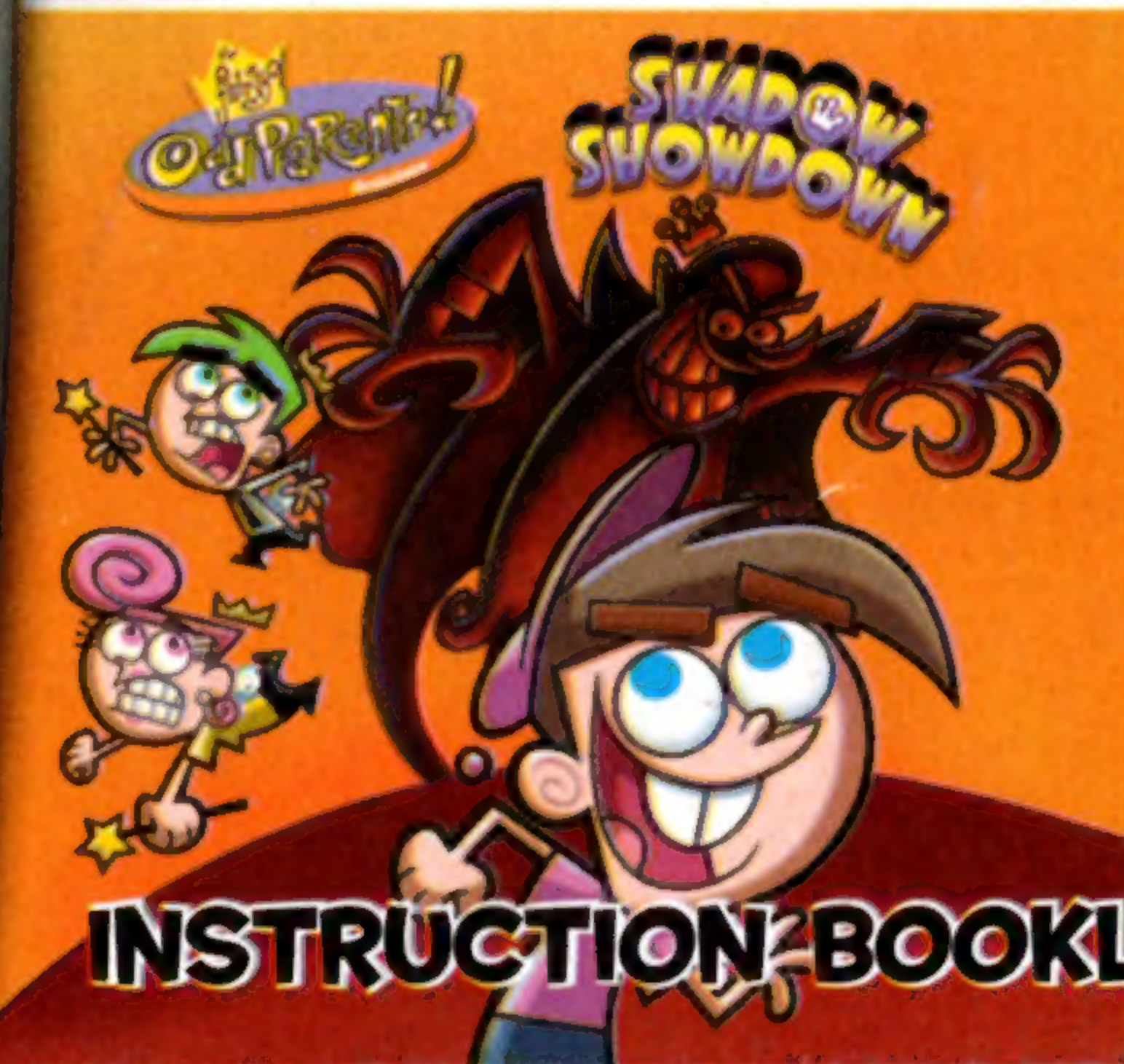


GAME BOY ADVANCE



INSTRUCTION BOOKLET



**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.



## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.



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LICENSED BY

**Nintendo®**

**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.**



**THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH CAN USE A GAME BOY ADVANCE GAME LINK CABLE.**

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**Rev-D (L)**

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# GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).



## SpongeBob SquarePants: SuperSponge

### CONTROLS

Control Pad ← / →	Move SpongeBob
Control Pad ↑ / ↓	Look Up / Look Down
A Button	Jump / Select Menu Item
B Button	Karate Chop / Use the equipped item / Return to previous screen
B Button	Launch Jellyfish
START	Pause game
L Button	Press this button to view SpongeBob's status (health, item and number of uses available, number of lives, number of spatulas).
R Button	Suck up shells with the Coral blower. Blow bubbles with the Bubble Wand. Capture Jellyfish with the Jellyfishing Net.



# MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

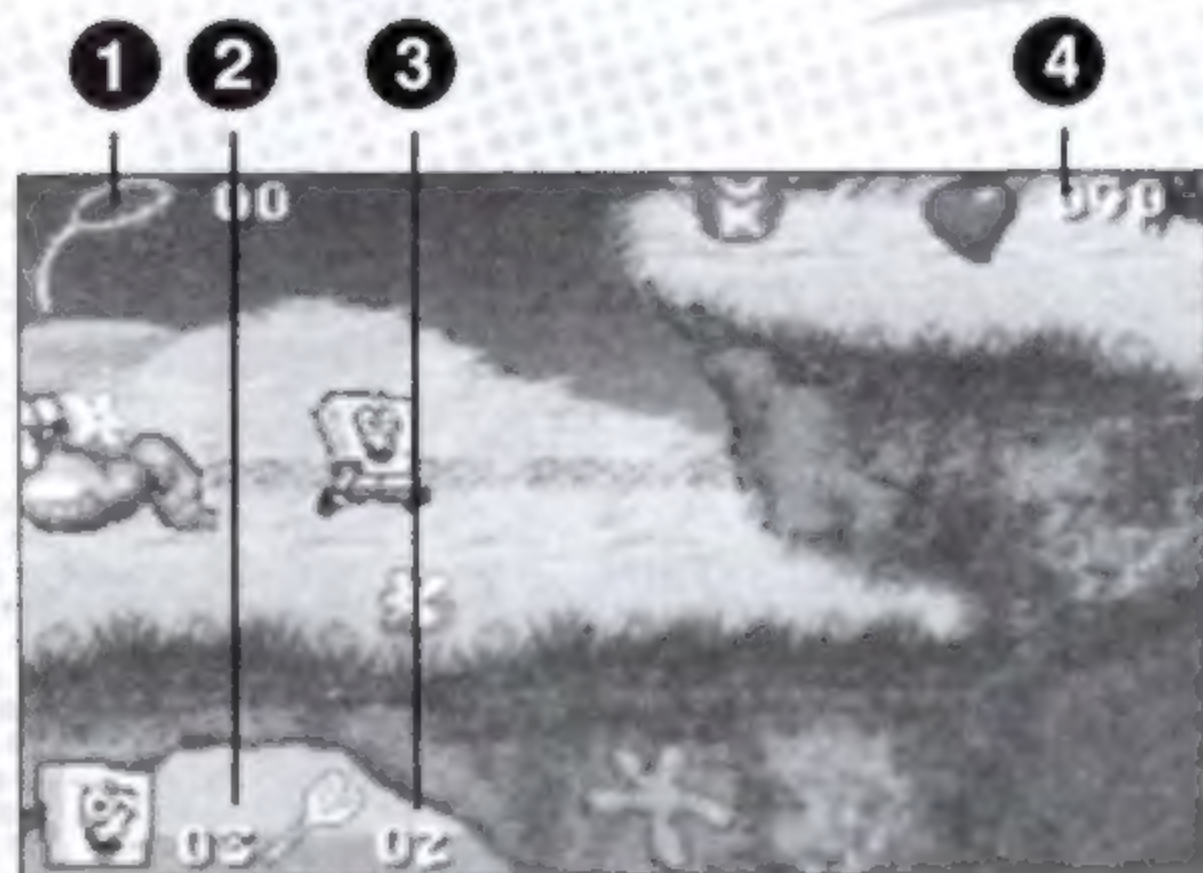
**Start A New Game** - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

**Credits** - See who worked on this exciting SpongeBob SquarePants game.

**Options** - Customize the game. Adjust the sound effects and music volume or change the controller options.

**Enter A Password** - At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.

# GAMEPLAY SCREEN



**1** The item or power-up and the number of uses available to SpongeBob

**2** The number of tries available to SpongeBob

**3** The number of spatulas SpongeBob currently has collected

**4** Health



# ITEMS



## Balloon

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.



## Bubble Wand

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



## Jellyfish Launcher

The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.



## Coral Blower

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.



## Jellyfishing Net

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button - if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy.

SpongeBob can hold up to ten jellyfish in his net at one time.



## Patty Burgers

Restores SpongeBob to full health.



# PICK-UPS AND POWER-UPS



**Salty Fries**  
Restores 25% of  
SpongeBob's health.



**Salty Shakes**  
Restores 50% of  
SpongeBob's health.



**Underpants**  
Make sure you pick up  
this item when you see  
it, it gives SpongeBob  
an extra life!



**Golden Spatulas**  
Collecting 50  
spatulas will reward  
the player with an  
extra life.



**Bubble Mixture / Jellyfish jam**  
In order to use the Jellyfish  
Launcher and the Bubble Wand,  
SpongeBob needs supplies. Grab  
these pickups to keep the action  
going.



**Quest Items**  
These sparkly items are  
located at the end of each  
level. Collect them to complete  
the level and move on.

## OPTIONS

From the Options Menu, you can  
customize the game. Change  
what the buttons do on the  
controller or adjust the sound  
effects and music volume.



# NICKTOONS: FREEZE FRAME FRENZY

## CONTROLS

### Menu / Interface Controls

#### BUTTON

START

Control Pad UP or DOWN

Control Pad LEFT or RIGHT

A Button

B Button

#### EFFECTS

Game Start

Moves cursor Up or Down

Moves cursor Left or Right

Choose

Cancel/Back

### Driving Controls

#### BUTTON

START

Control Pad LEFT or RIGHT

A Button

B Button

L Button

R Button

#### EFFECTS

Pause

Walk

Jump

Run/Center

Viewfinder on Player

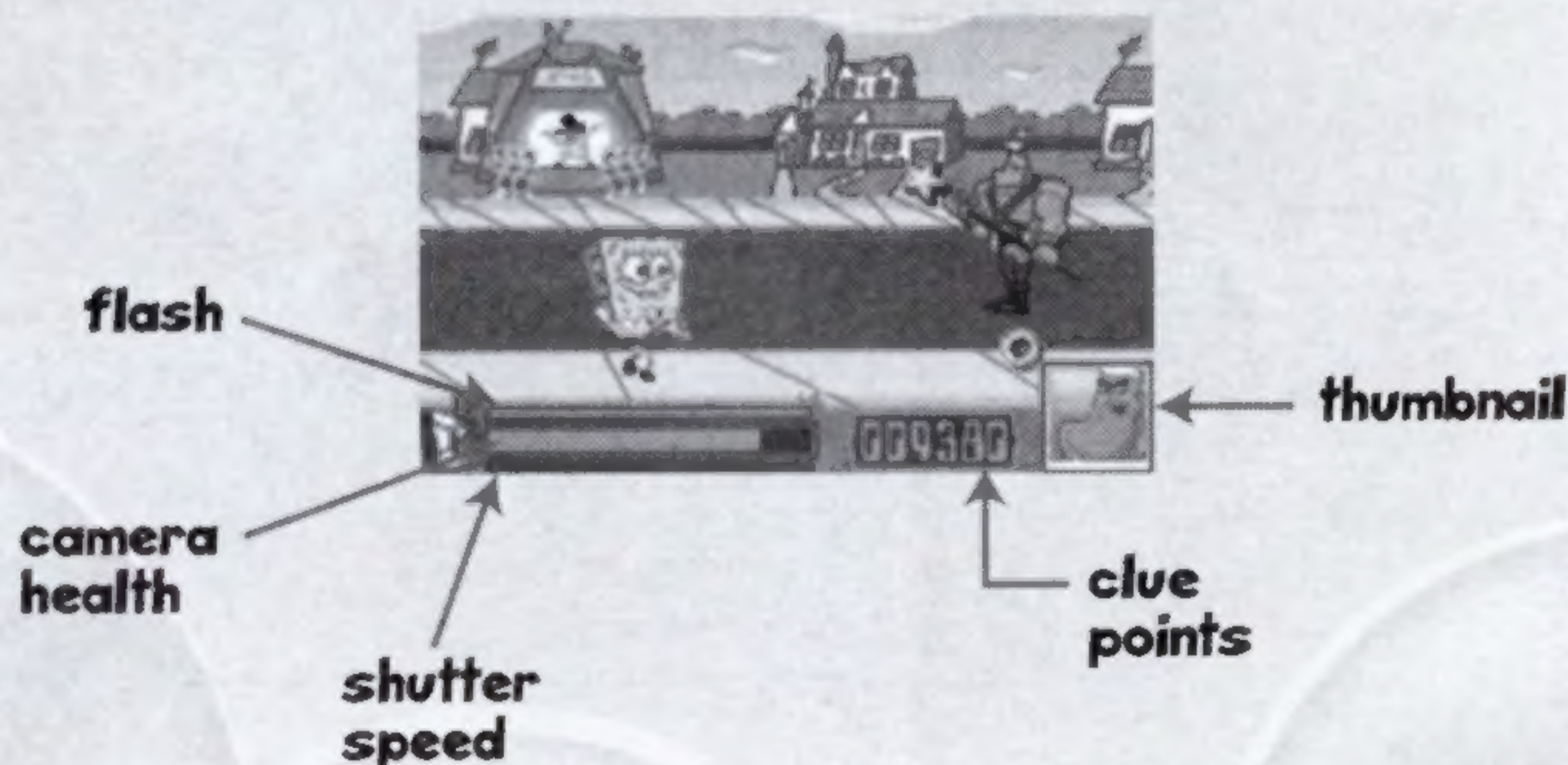
Use Flash/Charge Flash

Take Picture

## GAMEPLAY SCREEN

### WORLD

The Nickelodeon worlds are in trouble!!! Characters have been misplaced from the different Nickelodeon worlds and Jimmy Neutron needs your help to sort them out. With the help of Nickelodeon's all-star characters, it's up to you to help Jimmy Neutron investigate what's going on and put a stop to all this mischief.





# GAME LOADING

From the title screen, press START to view the Game Load menu. Here you can start a new game or load a saved game.

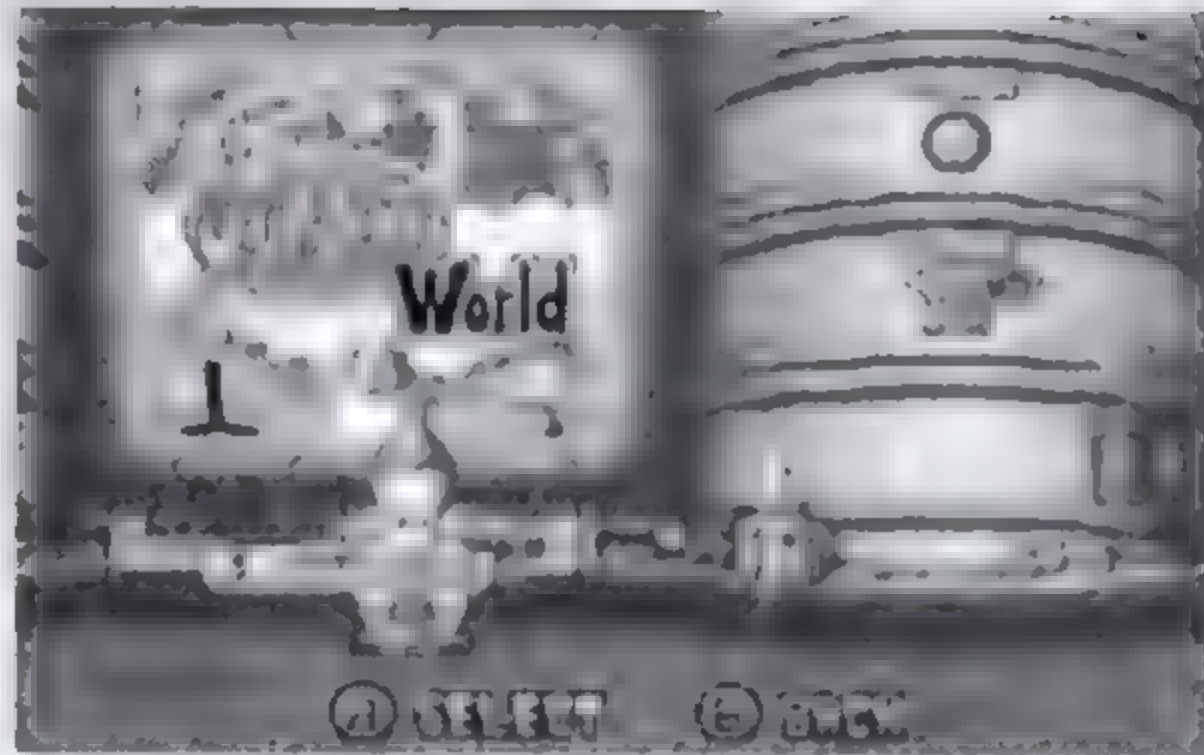
## MAIN MENU

Once you've started a new game or loaded a saved one, you are at the Main Menu. From here you can select from the following options:

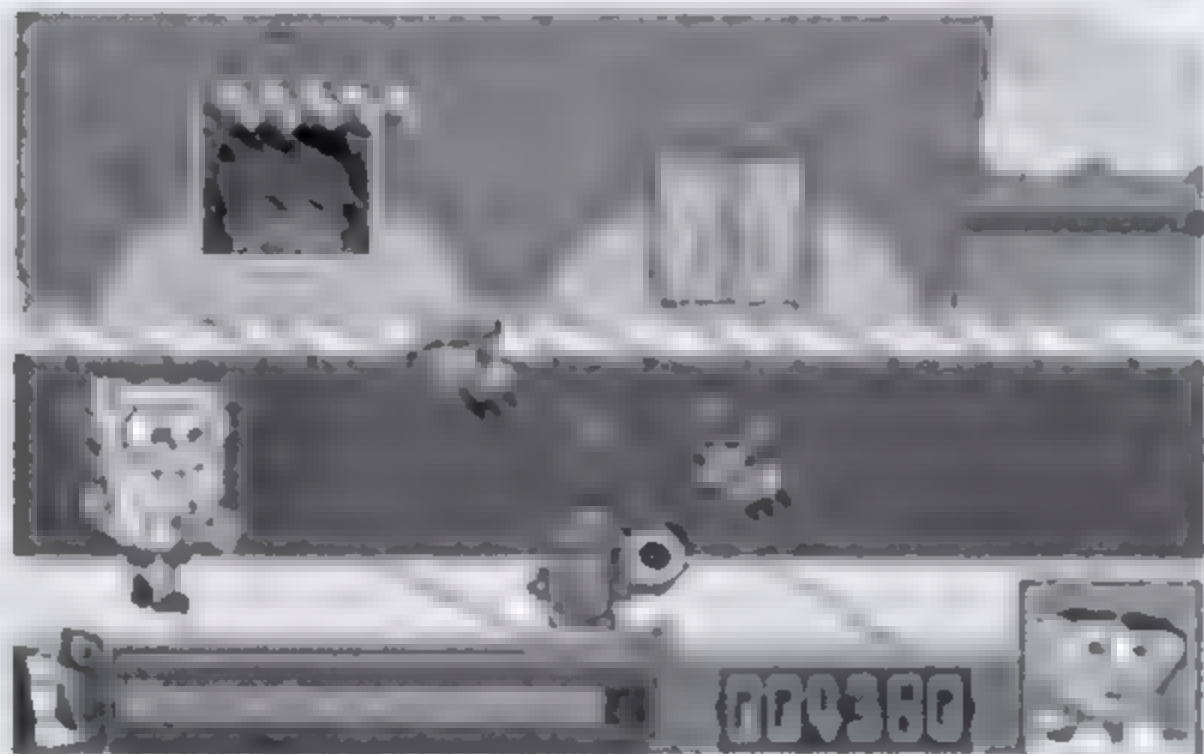
- |                      |   |
|----------------------|---|
| <b>Main Game</b>     | Take your Hero and enter one of the Nickelodeon Worlds. See page 8 for more details.                                      |
| <b>Photo Album</b>   | View snapshots of the characters you've photographed. Can you collect everything?   |
| <b>Score Ranking</b> | View the scores earned by the different characters in the different worlds.   |
| <b>Options</b>       | Turn the music and sound effects ON or OFF, view the Ending (once unlocked), or play samples of Music and Sound Effects . |



# MAIN GAME



Once you select Main Game, you will have to select the world you wish to visit and the character you wish to play as. Each of the characters is rated for jump power, walking speed, endurance, and flash gauge-charging speed.



Once you are in a level, you've got three objectives. First, you have to find all of the Misplaced Characters, take their pictures and reach the required Goal Points. Before you enter a level, Jimmy Neutron will tell you how many Goal Points you need to complete the level.

# SAVING THE GAME

The game automatically saves unlocked characters and area scores after completing an area. The world must be completely finished in order for the game progress to be saved.



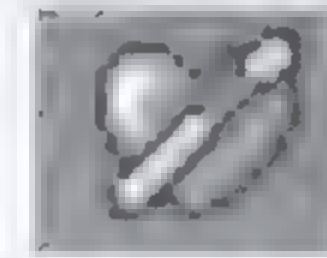
# OBSTACLES AND PICK-UPS

**Mechanical Nuts:** Watch out for the mechanical nuts that roll in from the right-hand side of the screen. If they touch you, they will damage your camera. You can either jump over them, or you can take a picture of them to remove them from the screen.

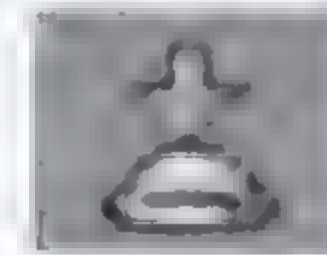
When you find *Misplaced Characters*, take a picture of them to help send them back to their proper homes. You'll know you've sent them home when they disappear in a "puff" of smoke.

## Pick-Ups

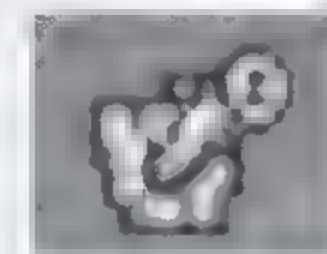
**Heart:** These small hearts return a small portion of your health.



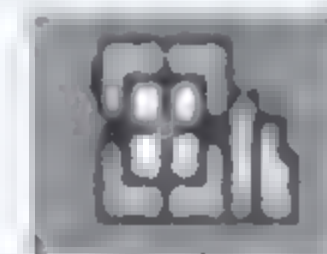
**Faster Shutter:** These allow you to take pictures faster, without having to wait as long for your camera to recharge.



**Faster Viewfinder:** This allows your viewfinder to move around faster.



**Wide-Angle Lens:** This allows your viewfinder to cover a wider area.





# The Fairly OddParents: Shadow Showdown

## MAIN MENU

Press START to display the Main Menu screen. You can use the Control Pad to highlight one of the menu options listed below. Press the A Button to make a selection, and use the B Button to back out of submenus. The four choices in the Main Menu are:

### NEW GAME

Select this option to begin a new game.

### PASSWORD

Enter a level password to begin playing at a particular stage in the game.

### OPTIONS

Items in this menu allow you to adjust music and sound effects.

### CREDITS

View the names of the people who helped to create *The Fairly OddParents: Shadow Showdown*.

## GAME CONTROLS

Control Pad

Walk, Climb up or down (when in front of a ladder or like object), press up to go through a door

Control Pad Down

Double tap to Big Bounce (while airborne)

A Button

Jump, hold button to Super Jump on mushrooms, Launch Star (when playing as Wanda)

B Button

Sprint, Pick up and Throw objects

R Button

Control Wanda

L Button

Morph Timmy (when cued)

START

Pause



## ITEMS



### STARS

Collect stars to fill Timmy's star meter. Remember, when the meter is full, it'll replenish one full clover of Timmy's luck.



### CLOVER LEAVES

A clover leaf represents one unit of Timmy's luck. Collect them to extend your turn.



### FULL CLOVERS

You've heard of lucky four-leaf clovers? Well, one full clover will give Timmy four leaves of luck! Be sure to collect them when you see them.



### HORSESHOES

Collect a horseshoe and permanently increase the luck maximum by one whole clover. Horseshoes also completely replenish Timmy's luck.



### PRESENTS

Who doesn't love presents? Look out for these in the Scary Christmas level. Jump on a present to open it. They're usually filled with stars and clovers, but beware, sometimes there's an enemy inside.

## PRIME TIME SLIME

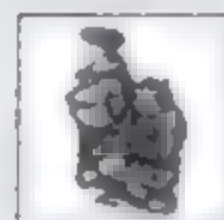
Meet just a few of the slimy bad guys standing between Timmy and the Fairy World Crown Jewels.



Anti-fairies are kind of like Timmy's godparents, only evil. Avoid them if you can, and if that doesn't work maybe Wanda can help you out.



Hold your applause, Elvis Fairy may look like the King of rock n' roll, but he'd rather bar your way than sing to you.



Apes are pretty fierce but easily distracted, especially when there's a banana around.





Bad news, dinos like to spit at you. How rude! If you can't teach these guys manners, try morphing them.



Evil elves? No way. Elves are Kind and good. They work for Santa. They'd never throw exploding Christmas ornaments at Timmy... right?



Keep an eye out for these frisky little piggybanks. If they get too close they'll steal your stars and clovers. Defeat them and you'll be richly rewarded.



You'll steer clear of a Jack in the Box if you know what's good for you-unless you actually enjoy being on the receiving end of a giant boxing glove.



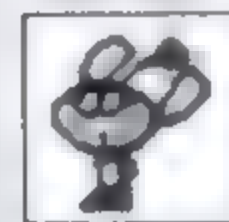
Yugopotaimian Guards are mean and hungry creatures. Hmmm, I wonder what happens if you feed them?



Danger Timmy Turner! You'll want to get out of the way of Yugopotaimian Robots and anything they throw in your direction.



You'll have a ball with these rolling robots of doom. Did I mention they're immune to magic?



Beware the giggle pie. It will hypnotize Cosmo and Wanda! If you can't beat 'em, eat 'em. But be warned, it takes a stronger stomach than Timmy's to digest this dastardly dessert.



A word to the wise, don't feed the seemingly harmless flowers, Seymour. They're pretty ornery and they have a tendency to throw seeds every now and then.



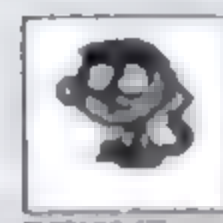
Tripodlings look just like evil TV cameras. So it's no wonder they have the power to trap Timmy inside of a television!



Careful, these flying saucers will beam up any stars or clovers on screen.



It's a short fuse, so you know what that means. It's only a matter of time before KA-BOOM! You can pick them up, but you won't want to hold on to them for too long.



Friend or foe? Toss Bippy and recover any stars or clovers in his path.



Oooh, so sparkly and yet so evil! Don't confuse these vile gemlettes with the real crown jewels. Hint: the real jewels won't attack you.



Shadows (not to be confused with the Shadow) creep along the ground and lay in wait for Timmy. Watch out!

## WHO'S THE BOSS



At the end of certain stages you'll face off against the elusive Shadow in various forms. With each encounter he grows stronger and more cunning. Are you brave enough to make it to the final showdown and help Timmy drag the sinister Shadow into the light?



# ***Rocket Power: Zero Gravity Zone***

## **STARTING UP**

Dude, you didn't think we'd leave you hanging, did you? We've got a whole load of options to go through! Use the Control Pad to highlight your choice. Press the A Button to make it happen.

### **Tutorial**

Zip over to the Tutorial Menu and start practicing your moves.

### **Free Skate**

This is awesome – no time limits, no hassles. Just skate 'till you're done. 'Course, you'll have to unlock the level first, but that should be no problem for an expert like you. Get those passwords and come back here quick!

### **Career**

Free skate may be awesome, but here's where you cut your teeth. Skateboard and snowboard in eight massive parks containing a pack of challenges for you to face. Perfect for any extreme team!

### **Multiplayer**

Plug in your Game Boy® Advance Game Link® cable and play five different multiplayer games with a friend!

### **Option**

Here's a couple of bonuses - you can use this to turn off the background music or test the background music and SFX.

## **GAME CONTROLS**

The following are a list of controls used in *Rocket Power™: Zero Gravity Zone*.

### **BUTTON**

Control Pad Up

Control Pad Down

Control Pad Left/Right

A Button

B Button

L Button

R Button

START

### **ACTION**

Lean Forward, Exit Ramp, Exit Edge, Manual Balance

Brake, Lean Back, Manual Balance

Turn, Grind Balance

Grind, Lip Trick

Crouch, Ollie

Flip Trick, Toggle Nollie and Switch

Grab Trick

Bring up the Pause Menu

### **Menu Controls**

Control Pad

A Button

B Button

Used to move between options

Confirm a selection

Back out of a selection



## **PAUSE MENU**

Continue	Get back to playing, man!
Retry	Go back to the start of that level.
Exit	Get the heck out of there!
View Tricks	Forget how the tricks work? This will show you what you need to hit to do a trick.
View Missions	This shows you what you have to do to beat the level.

## **MULTIPLAYER MODE**

With the Game Boy® Advance Game Link® cable you can play against a friend in Multiplayer Mode. Each player requires a Game Boy® Advance system, a copy of *Rocket Power™: Zero Gravity Zone* Game Pak and one Game Link cable. Challenge a buddy in one of the following games:

Highest Score	Dude with the highest score wins the day!
Collect Coins	Collect as many coins as you can within the time limit.
Complete Assigned Tricks	First one to finish all the tricks wins!
Collect the Flag	Get the flag before your buddy does.
Tag	Be the last one carrying the special object when time runs out and win the game!

## **TICKET BOOTH**

First thing you're gonna run into is the Ticket Booth. You can enter passwords to give you access to continue where you left off. Just press the A Button to enter the Ticket Booth and use your Control Pad to move to the password letters you want. Press the A Button again to choose the letters and select OK when you're done.

## **SKATE SHOP**

What's a skate park without new gear? Choose your brand new skateboard or snowboard right here. You can also improve your speed, balance, air, and special tricks.



### **Warranty and Service Information**

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### **To receive warranty service:**

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.  
Customer Service Department  
29903 Agoura Road  
Agoura Hills, CA 91301**

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### **Repairs after Expiration of Warranty**

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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NICKELODEON

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Available  
Now!

GAME BOY ADVANCE

EVERYONE



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ESRB

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